Assignment 24A

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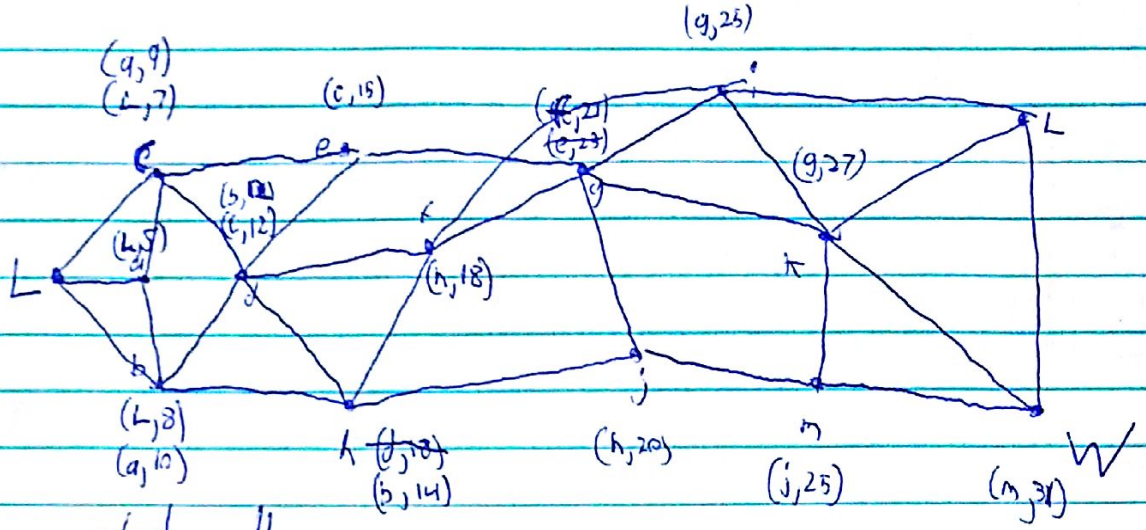

a. quickest path -
W - m - j - h - b - L

b. quickest path avoiding c, g, k
W - m - j - h - b - L

c. minimum enimies
W - k - g - f - d - c - a - L

d. I believe you can just switch out the length for the number of enemies and calculate the same way.

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